

Jeremy P. Wright
ENGINEER · MUSICIAN

☎ 914.224.6144
✉ { 292 Stockholm Street #4F
💻 { Brooklyn, NY 11237-4031
✉ jeremy@kalmenius.com

Education

- **COOPER UNION's Albert Nerken School of Engineering** (NEW YORK, NY) 2007 – 2011
B.E. degree in **Electrical Engineering**, with a concentration in *Computer Engineering*. Final GPA = **3.2**.
- **LAKELAND SENIOR HIGH SCHOOL** (SHRUB OAK, NY) 2003 – 2007
Advanced Regents Diploma; placed **7th** in graduating class. Took **10** AP exams. Final GPA = **4.0**.

Professional Experience

- **LEARNVEST** (NEW YORK, NY) 2015 – present
Software Engineer for a successful young financial tech company. Contributed to the design, implementation, and maintenance of several server-side software “microservices” which support the company’s groundbreaking personal financial planning platform. Helped to research and implement a new such service, wrapping the popular open-source *ClamAV* toolkit, to perform on-demand antivirus scanning of sensitive financial documents.
- **HIGH 5 GAMES** (NEW YORK, NY) 2012 – 2015
Technical Manager for an industry-leading provider of casino games. Manager and chief software architect of a group of engineers tasked with building/maintaining production-grade implementations of game logic and producing code/documentation proving their mathematical correctness. The resulting code is central to server-side software systems which power several heavily trafficked social/mobile casino gaming applications, notably the company’s flagship social endeavor *High 5 Casino* – over 500K DAU and 1.5M MAU – and *Vault*, a ground-breaking gaming server designed for real-money-wagering applications. Other duties have included: game design, statistical analysis, and database design.
- **CONSUMER REPORTS** (YONKERS, NY) 2010 – 2012
Lab Technician for the Tech / Electronics department, following a summer internship. Carried out and recorded the results of many different test protocols for the objective/subjective evaluation of all varieties of product performance, across a broad range of products. Helped to design/re-design several test protocols. Contributed to the set-up, maintenance, design, and construction of active testing labs. Other duties included: market research, data collection/analysis, proofreading, on-camera work for the Video department, circuit design, editorial writing, and programming.
- **COOPER UNION AVRAC** (NEW YORK, NY) 2007 – 2011
Sound/lighting/video designer for events held at Cooper Union’s *Great Hall*, promoted shortly after hire. Solely responsible for design, set-up, and live mixing of sound/light/video for speaking, performance, and panel discussion events. Other duties included: sound system maintenance/re-wiring, stage-managing, and making audio/video recordings of staged events.

Skills & Qualifications

- Proficient with many programming & markup languages (Java [including *Spring/Spring Boot* and *ElectroServer* frameworks], Python, C/C++, JavaScript, HTML, CSS, PHP). Comfortable working in agile/cross-functional teams.
- Experienced with many modern software development tools/platforms (Docker, Jenkins, JIRA/Confluence, GitHub, SonarQube). Experienced in database theory/practice (MySQL, MongoDB, H2). Familiar with compiler theory.
- Experienced in web design and website administration (WordPress, cPanel), document preparation and typesetting (L^AT_EX, MS Office, OpenOffice), graphic design, and photography (Photoshop, DSLR technology).
- Knowledge of circuit design, mathematics, computer architecture, signal processing, and communication theory.
- Experienced musician as both soloist and ensemble performer (piano/keyboards), as conductor/leader/arranger, and as composer. Thoroughly familiar with score preparation and scorewriting software packages (Sibelius, Finale).
- Familiar with live/studio sound design/mixing technique and equipment, microphone technology/technique, principles of acoustics, music theory, and digital music production software packages (ProTools, Ableton Live, Reason).

References available upon request.